USER INTERACTIVITY

Focus

In

WPL_D313

These days, users have great expectations about how they can interact with websites to find the information they need. This means it is imperative that you know how to add interactive effects to the elements in your page. And luckily, this is very easy to do in Dreamweaver.

In this session you will:

- gain an understanding of user interactivity

- learn how to create disjointed rollovers

- learn how to hide and show elements

- gain an understanding of Spry

- learn how to insert a Spry tooltip

- learn how to add Spry effects

- learn how to insert Flash files.

ABOUT INTERACTIVITY

Focussing on creating engaging user experiences can be just as important to the success of a website as any other aspect of your design. User expectations for online experiences have changed dramatically over the years and designing your site to meet those expectations increasingly means adding more levels of interactivity to your pages.

Most interactive elements on your page are driven through JavaScript and, depending on their functionality, can become pretty complex. But, before you begin to panic because you know nothing about JavaScript programming, you don't need to!

Thankfully, Dreamweaver includes many tools that allow you to add JavaScript-based interactivity and functionality to your site without having to know any JavaScript at all. In Dreamweaver you can use the *Behaviors panel* to add prebuilt scripts to your page or you can take advantage of the Spry integration to add richer user experiences to your site through Adobe's own Ajax framework.

Behaviours And Events

Behaviours and *events* are two terms that are important to understand when dealing with interactive elements in Dreamweaver. (Note that the term *behaviour* is a Dreamweaver term, not an HTML term.)

A *behaviour* is an action that occurs in response to an *event*, while an *event* is essentially a message created by a browser indicating that a user has done something. Using the *Behaviors panel*, you attach a behaviour to a page element by specifying the event that will trigger the behaviour.

Looking at the example to the right, two *behaviours* are attached to the <img> tag of a thumbnail. Both behaviours respond to different *events*. If a user clicks on the thumbnail, the browser will generate the *onClick* and *onMouseDown* events; the browser will then check if there is any JavaScript attached to the image that the browser is supposed to call. The *onMouseDown* event will result in an image on the page being swapped to a different image and the *onClick* event will result in specific elements being either hidden or shown.

Event   *Behaviour*
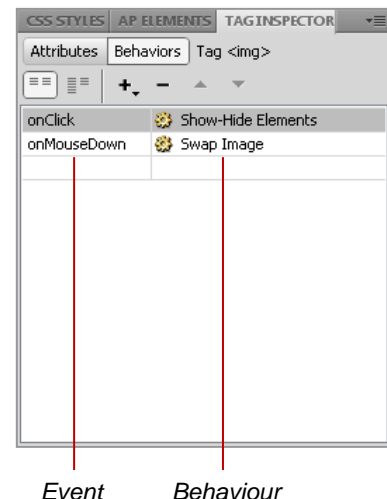
Behaviors Panel

The *Behaviors panel* (sorry, Adobe uses American spelling) makes it very easy to add complex interactivity to your site. It also makes it easy to control and edit the scripts throughout the development process.

If you click on **+** in the panel you will see a full list of behaviours available to you, based on which type of element you have selected. If you want to edit one of the behaviours, you simply double-click on it to open the *Behaviors* dialog box for the selected behaviour and make the changes as desired. And no JavaScript knowledge is required at all!

CREATING DISJOINTED ROLLOVERS

The *Swap Image* behaviour lets you create *image rollovers* by selecting an image and choosing which image to replace it with when the image is clicked. In this exercise you will create a *disjointed rollover* – this is where interacting with one image causes another image on the page to change. You will use the swap image behaviour to change a larger image when a thumbnail is clicked.

Try This Yourself:

Open File

Before starting this exercise you MUST open InteractiveTT_Site/ products/teapots.html…

1 Select **Site > New Site**, typing the details as shown in the *Advanced* tab

2 Click on each image and notice that they each have a unique name (*ID*)

3 Open the *Behaviors panel*, click on the top thumbnail and click on **+** in the *Behaviors panel* to open a drop-down menu

4 Select **Swap Image** to open the *Swap Image* dialog box

This dialog box is asking which image you want to swap...

5 Click on *image "photo_large"*, click on **[Browse]**, then double-click on *zambesi_large.jpg*

The asterisk indicates that it's the image to be swapped...

6 Deselect *Restore images onMouseOut* and click on **[OK]**

Dreamweaver creates the onMouseOver event by default but it is not the event you require...

7 Click on *onMouseOver*, click on the drop arrow and select **onMouseDown**

8 Repeat the above steps to create the *onMouseDown* event for the other two thumbnails as shown

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1 *Site name*   InteractiveTT

     Local root folder   C:\Course Files for Dreamweaver CS4\ InteractiveTT_Site\

2

4
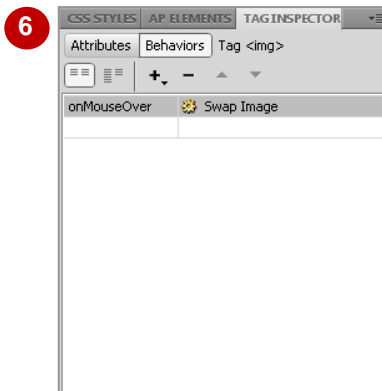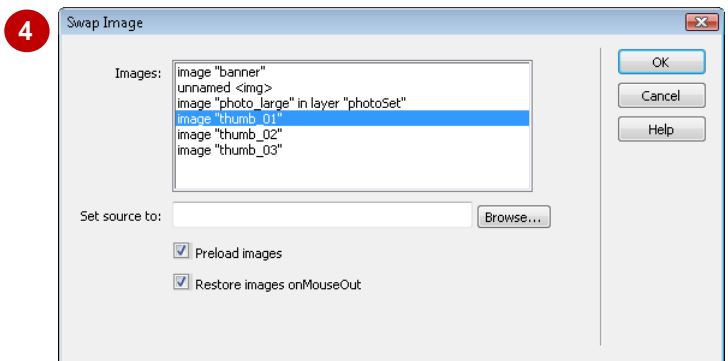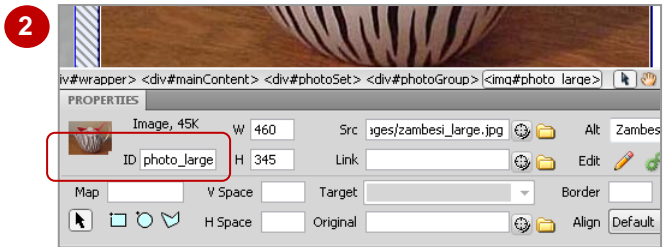
6 *The onMouseOver event triggers the swap image behaviour when the user rolls the mouse over the thumbnail.*

The onMouseDown event triggers the swap image behaviour when the user clicks the mouse on the thumbnail.

8 *Set source to*   walter_large.jpg

     Set source to   copeland_large.jpg

For Your Reference…

To create a disjointed rollover:

1. Click on the image
2. Click on **+** in the *Behaviors panel* and select **Swap Image**
3. Click on the image to be swapped out
4. Browse to the image that is to replace it

Handy to Know…

- Leave *Preload images* ticked in the *Swap Image* dialog box as it will prevent a flicker from happening the first time the user clicks on the thumbnail. Deselect *Restore images onMouseOut* as you don't want to restore the larger image if the user moves their mouse off the thumbnail.

HIDING AND SHOWING ELEMENTS

Beneath the large image are three absolutely positioned caption paragraphs stacked on top of each other. Using CSS you'll hide all paragraphs except for the initial caption. Then, using the

Show Hide Element behaviour you'll turn them on one by one. The *Show Hide Elements* behaviour relies on the ability to change the *visibility* property of an element to either *visible* or *hidden*.

Try This Yourself:

Continue using the previous file...

1 Select **View** > **Styles Rendering** > **Display Styles** to turn off the styles, then click on the three captions – they each have a unique ID

2 Display styles again, click on *main.css*, switch to *Code view* and scroll down to line *290* – this selector groups the captions together

3 Click to the right of the *float:left;* property, press [Enter] and type **visibility:hidden;**

This hides all captions. Notice the next empty rule – this is the default caption and you must set its initial visibility...

4 Click in the blank line at line *302* and type **visibility:visible;**, save the file and switch to *Design view* – only one caption is visible now

5 Click on the top thumbnail, click on **+** in the *Behaviors panel* and select **Show-Hide Elements**, then scroll down to see the *p "caption"* elements

6 Click on *p "caption1"* and click on **[Show]**, click on *p "caption2"* and click on **[Hide]**, click on *p "caption3"* and click on **[Hide]**, then click on **[OK]**

7 Repeat steps *5* and *6* for the other two thumbnails as shown, then save and preview the page
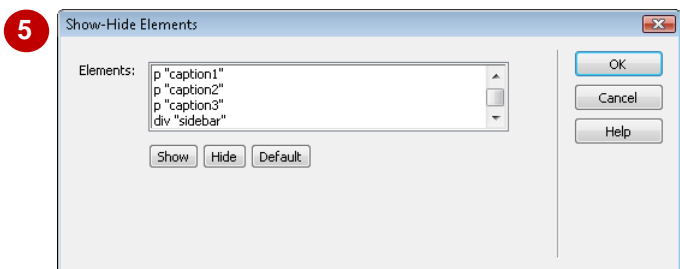
2
```
289  }
290  #mainContent #photoSet #photoGroup #caption1, #mainContent #photo
     #mainContent #photoSet #photoGroup #caption3, #mainContent #photo
291      position:absolute;
292  !important
293      top:365px;
294      width:400px;
295      overflow:hidden;
296      margin-left: 40px;
297      margin-right: 40px;
298      float: left;
299  }
300  #mainContent #photoSet #photoGroup #caption1{
301
302  }
303  #sidebar {
```

3
```
289  }
290  #mainContent #photoSet #photoGroup #caption1, #mainContent #photo
     #mainContent #photoSet #photoGroup #caption3, #mainContent #photo
291      position:absolute;
292  !important
293      top:365px;
294      width:400px;
295      overflow:hidden;
296      margin-left: 40px;
297      margin-right: 40px;
298      float: left;
299      visibility:hidden;
300  }
301  #mainContent #photoSet #photoGroup #caption1{
302
303  }
```

4
The funky black, white and pink Zambesi teapot will add glamour to your table

5
Show-Hide Elements

Elements:
p "caption1"
p "caption2"
p "caption3"
div "sidebar"

Show   Hide   Default

OK
Cancel
Help

7
Walter	Show caption 2, hide captions 1 & 3
Copeland	Show caption 3, hide captions 1 & 2

For Your Reference…

To show or hide an element:

1. Click on the element
2. Click on **+** in the *Behaviors panel*
3. Select **Show-Hide Elements**
4. Click on the desired id
5. Click on **[Show]** or **[Hide]** as appropriate

Handy to Know…

- The *Swap Image* behaviour only works on images so changing other page elements is outside its capabilities.

ABOUT SPRY

Ajax (or ***Asynchronous JavaScript and XML***) is the term describing the use of JavaScript, XHTML, CSS, XML and dynamic HTML that is currently transforming web experiences. As more and more web designers build Ajax-driven pages, standardised Ajax libraries are emerging to make the process of creating these types of pages easier. Adobe has its own Ajax library called ***Spry***.

Spry is a set of CSS and JavaScript files that make building interactive applications easier. To make utilising Spry accessible to all designers, Adobe has integrated many Spry-based tools into Dreamweaver. When using Spry objects, like Spry form validation widgets and the Spry Tooltip widget, Dreamweaver will add all the necessary code to your page and copy any required external CSS and JavaScript files to your site.

You can insert various Spry objects and widgets using the tools on the ***Spry*** tab of the ***Insert bar***.

If your page includes spry widgets, when you change to ***Code view*** you will see code to external links near the top of the page. For example:

```
23
24    <script src="SpryAssets/SpryTooltip.js" type="text/javascript"></script>
25    <link href="SpryAssets/SpryTooltip.css" rel="stylesheet" type="text/css" />
26    <!-- InstanceEndEditable -->
27    <!-- InstanceParam name="bannerGraphic" type="URL" value="_images/home_banne
```

The external JavaScript file is driving the tooltip while the external CSS file is styling it.

If you look in the ***Files panel*** you will see that a new folder ***SpryAssets*** has been created at the root of the site. You don't need to worry about these files except when you are uploading your site – you must upload these files with the rest of the files to ensure your site works correctly. If you look in the ***CSS Styles panel*** you will also see that a new CSS file has been added.
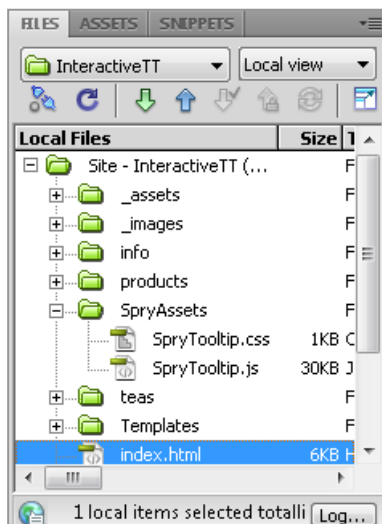
Dreamweaver's Spry integration helps put complex Ajax interactivity in the hands of all designers. Using Spry objects and widgets is a great way to introduce yourself to working within a larger Ajax framework. The CSS and JavaScript used in Spry objects is entirely customisable. So, as you get more comfortable understanding how these objects work, you'll find ways to customise them and make them your own.
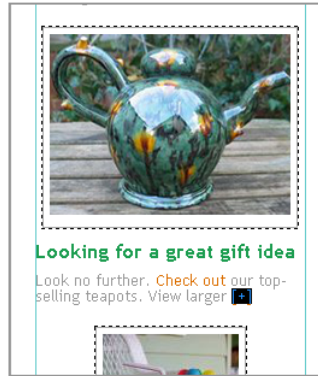
INSERTING SPRY TOOLTIPS

The **Spry Tooltip** widget is particularly useful and easy to work with. You can insert a tooltip widget that allows you to have a trigger object, which is usually a link or image, that causes the tooltip to appear somewhere on the page. The contents, appearance, location and behaviour of the tooltip are customisable. In this exercise you will use a tooltip to temporarily display an image.

Try This Yourself:

Before starting this exercise you MUST open index.html…

1 Select **[+]** under **Looking for a great gift idea** in the sidebar

2 Open the **Spry** tab of the **Insert bar** and click on **Spry Tooltip** 🗒️

A new <div> tag called sprytooltip1 and an anchor object will be inserted in the page...

3 Click to the left of the placeholder text **Tooltip content goes here.** and using the **Assets panel**, drag **walter_tooltip.png** into the tooltip

4 Type **walter teapot** in **Alternate text**, then click on **[OK]** to insert the image

5 Delete the placeholder text, then click on the blue **Spry Tooltip** tab to display the tooltip properties

6 Type **-700** in **Horizontal offset**, **-100** in **Vertical offset**, **500** in **Hide delay** and click on **Fade**

7 Save all files, preview the page and hover over **[+]** – notice the cream background colour

8 Return to Dreamweaver, display the **SpryTooltip.css** styles in the **CSS Styles panel** and delete the **background-color** property from the **.tooltipContent** selector
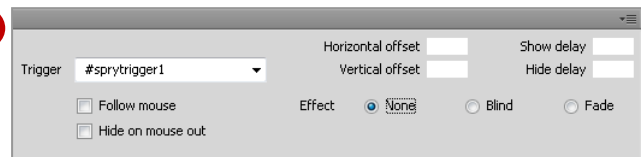
9 Save all files and preview the page again

1

Looking for a great gift idea
Look no further. Check out our top-selling teapots. View larger 🖼️

2

Looking for a great gift idea
Look no further. Check out our top-selling teapots. View larger 🖼️[+]
Spry Tooltip: sprytooltip1
Tooltip content goes here.

4

Look no further. Check out our top-selling teapots. View larger 🖼️[+]
Spry Tooltip: sprytooltip1

5

		Horizontal offset		Show delay	
Trigger	#sprytrigger1 ▾	Vertical offset		Hide delay	
☐ Follow mouse		Effect	⦿ None	○ Blind	○ Fade
☐ Hide on mouse out					

For Your Reference…

To insert a Spry Tooltip:

1. Select the trigger object (link or image)
2. Click on **Spry Tooltip** 🗒️ in the **Insert bar**
3. Insert the tooltip and delete the placeholder text
4. Modify the tooltip properties and CSS

Handy to Know…

- You can put any content into the spry tooltip. Remember, however, that the content is sitting in the page (although it is initially hidden) and it has to load with the rest of the page. So, if you have too many tooltips or if you put a lot of content into them, you could slow down your page's overall load time.

ADDING SPRY EFFECTS

Dreamweaver comes with a full set of Spry effects that can add interactivity and functionality that is not possible with regular XHTML. Spry effects focus on animations and transitions that can enhance your visual interface. In this exercise you will add an effect that results in the large photo fading in and out when you click on the thumbnails.

Try This Yourself:

Before starting this exercise you MUST open products/cups.html…

1 Click on the large image on the page, then click on **+** in the **Behaviors panel** and select **Effects** > **Appear/Fade** to open the **Appear/Fade** dialog box

2 Ensure **<Current Selection>** appears in **Target Element**, type **1500** in **Effect duration** and select **Appear** in **Effect**

3 Type **20** in **Appear from**, then click on **[OK]**

The default event for this effect is onClick – in other words, a user would need to click on the large image for it to appear. Let's change it...

4 Click on **onClick** in the **Behaviors panel** and select **onLoad**

Now the image will fade in each time it is loaded...

5 Save (clicking on **[OK]** to save the dependent file), then preview the page

Spry effects provide another way to add richer user experiences to your sites. They are easy to use and just like behaviours, they are easy to update or modify at any time

1

3

4
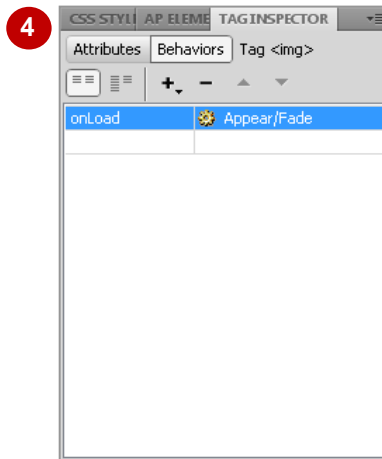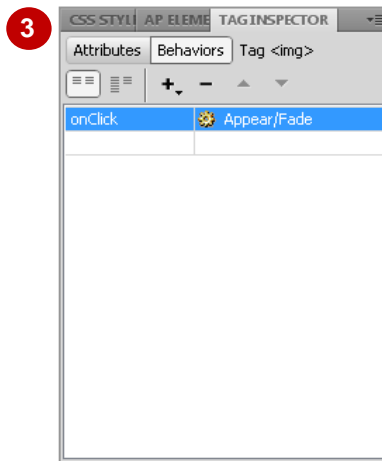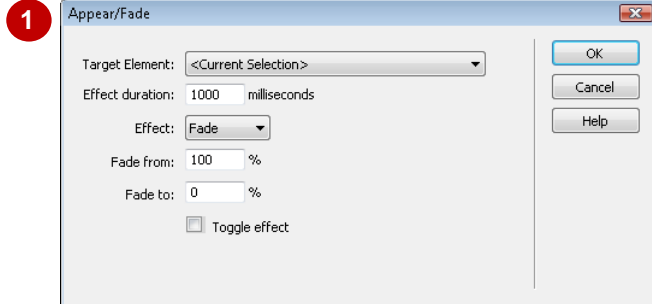
For Your Reference…

To insert a Spry effect:

1. Select the element for the effect
2. Click on **+** in the **Behaviors panel**
3. Select **Effects** and the desired option
4. Check that Dreaweaver has inserted the appropriate event in the **Behaviors panel**

Handy to Know…

- Selecting **Toggle effect** would mean that the image would appear the first time you click and then fade with the second click.

- Making an image appear from **0%** tends to make it flicker a little so it is better to start with a higher percentage.

INSERTING FLASH FILES

Dreamweaver and Flash have been partners in web development for a very long time. This means that it is incredibly easy to place Flash content on a page. The only condition is that you need access to the Flash *.swf* files. Swf (pronounced *swif*) files are the published files that can be placed in web pages.

Try This Yourself:

Open File

*Before starting this exercise you MUST open info/brewing.html…*

1 Open the **Assets panel**, then click on the **SWF** category

This lists all Flash assets in your site...

2 Switch to **Code view** and click between the opening and closing **<div id="flash">** tags in line **69**

3 Drag **steam.swf** to the position between the two **<div id="flash">** tags

The Object Tag Accessibility Attributes dialog box will open...

4 Type **flash video** in **Title** then click on **[OK]**

Dreamweaver will automatically insert a large amount of code...

5 Switch back to **Design view**, click on the Flash object then click on **[Play]** in the **Properties inspector**

6 Click on **[Stop]** to stop playing the video, then save (clicking on **[OK]** to copy the dependent files to the site) and preview the page
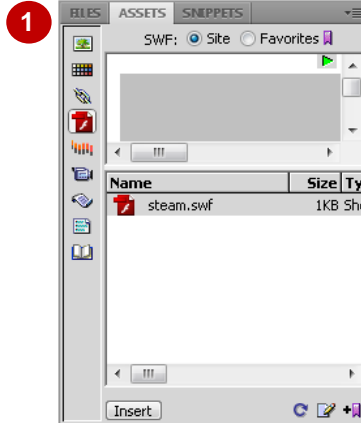
---
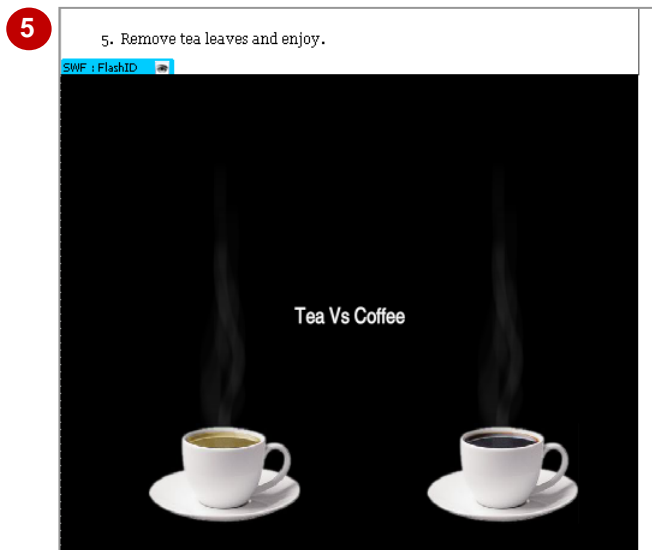
For Your Reference…

To insert a Flash file:

1. Position the cursor
2. Drag the .*swf* file from the **Assets panel**

Handy to Know…

- Flash files with the *.fla* file extension are development files.